

Nintendo®
GAME BOY®

Nobunaga's Ambition®

DMG-NY-JSA

INSTRUCTION BOOKLET

KOEI



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The Civil War Period was the most turbulent period in Japanese History. From the emergence of Oda Nobunaga as a stark, young warlord in Owari, to the unforeseen rebellion of his trusted vassal Akechi Mitsuhide, forty-nine years of intense rivalry came to an end.

Suppose you were born into this world of the past. Imagine yourself in ancient Japan as a powerful daimyo, a vital warlord within a feudal society...

KOEI First presented the opportunity to realize Nobunaga's Ambition through the use of the personal computer. Tremendous response poured in from our users praising the game for its play-ability and suspense. Now, we are able to offer Nobunaga's Ambition to an even broader audience through the Nintendo Entertainment Sys-

tem. Incorporating the potential to recruit talented men to assist you in a quest for power, this game can be enjoyed by people of all ages.

It is our pleasure to present you with an opportunity to explore the world of Nobunaga's Ambition in a Game Boy version. Over 100 historically-based, military personalities come alive as you delve into a competitive domain. As a chosen daimyo you will deal in domestic affairs, play the part of a diplomat, and go to war in the course of recreating history.

It's up to you to fulfill Nobunaga's dream of nationhood for Japan. Now let your imagination roam as you slip into the Civil War Period of Japan's ancient past and relive history with a different edge.

Good luck on your adventure!

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I. EXPLANATION OF NOBUNAGA'S AMBITION - GAME BOY VERSION

GAME OUTLINE:

Nobunaga's Ambition is a simulation game based on the Sengoku Jidai, or Civil War Period, in 16th Century Japan. You play the part of a powerful daimyo (warlord), vying against Oda Nobunaga for control of the entire nation. As you set out to unify the Chubu area (central Japan), you must manage domestic affairs, engage in diplomatic relations, and go to war to broaden your influence throughout the land. Japan is in a state of utter chaos and tremendous social upheaval when you arrive, so the road to success will not be smooth. Trusted samurai (warriors) will betray you; your people will rise up against you in rebellion; unexpected epidemics and typhoons will sweep through your towns; and other power-hun-

gry daimyos eyeing your territory will attack and challenge you. Direct your fief to withstand these disasters. Lead your people with skill and you will accomplish the unfulfilled ambition. It's up to you to unify Japan!

HOW TO PLAY:

The MAIN display will ordinarily be on-screen while carrying out domestic affairs and diplomatic orders. Once you go to War, the screen will change to the HEX Warfare display.

The MAIN Display (See pg.9)

Data for your fief (ie. daimyo data) and all commands you direct will be shown on-screen. Each player is allowed one turn per

season. A turn is complete after issuing commands such as View, Military, or Develop. Players issue commands to their daimyo or samurai to carry out. Once you have built up a secure foundation in your own territory, try to dominate other fiefs and expand your domain.

The HEX Display (See pg.22)

When a player is attacking or is being attacked by another fief, the screen will switch to the HEX display, and the battle will begin. After a victor has been decided the screen will return to the MAIN display.

VICTORY OR DEFEAT IN THE GAME

The game will end when victory or defeat has been decided along the following lines: Victory...When the player's daimyo acquires all of the sixteen fiefs under one banner, successfully unifying the country.

Defeat...During the game there is a possibility that the player's daimyo will die midway through their conquest. This does not necessarily mean defeat if the player still has territory and samurai remaining. Continue play by choosing a successor from among your samurai. You are allowed to choose as many successors as you need, however when no samurai are left, and all of the territory has been lost, the game ends in defeat.

*Refer to page 24 for conditions of victory and defeat in games involving more than one player.

II. BEFORE STARTING THE GAME

Familiarize yourself with the game controls before you start the game. You will need to know how to choose a daimyo, make commands, select samurai, and how to quit. Read through the instructions below for an explanation of the controls, and step-by-step set-up process.

EXPLANATION OF GAME CONTROLS

Choosing a Daimyo or Fief

Use the "+" button to move the arrow across the Map display to the fief of your choice (the daimyo's name will appear) and press button "A".

Selecting Commands

Using the "+" button, move the arrow to the item of choice. By pressing "A" you will

initiate the command. As you are about to execute a command or a sub-command you can withdraw the order by pressing button "B" and selecting a different command from the list.

Choosing Samurai

Follow the same procedure as when choosing a command. If more than one samurai is being selected a * will appear before the name of each samurai selected. When you have finished selecting, press the START button to exit this mode. During this process, if you decide not to choose a samurai, simply move the arrow next to the appropriate name, press "A", the * will disappear, and your selection will be withdrawn.

Up to seven samurai names can be displayed on the screen at one time. To view

other samurai you must press the right arrow on the "+" button to prompt the next screen. If there are eight or more samurai present, their names will be displayed here. By pressing the left arrow you can return to the first list of seven names.

Setting Numerical Values

The value will initially be set at zero, indicating the first digit of the number. Use the up/down arrows to set the numerical value; use the left/right arrows to move from digit to digit. For example, to input the value 35: press the up arrow on the "+" button 3 times > right arrow once > up arrow 5 times. Press "B" to exit to previous screen; press "A" to set the value.

HEX War Controls-

To move or attack in HEX war mode, the "+" button controls the flashing cursor (indicating unit to command). Direct the cursor to the appropriate HEX and press "A" to

place unit. When ordering troops to stand-by, keep the cursor on the unit and press "A". To retreat (Flee) or bribe press "B" and select a command.

HOW TO SET-UP THE GAME

1. Insert the GAME BOY cartridge, and turn the power switch ON. The "NINTENDO" trademark should appear on-screen, followed by the game title.
2. Select 1 or 2 Player game with the "+" button. To play against an opponent set game to the 2 Player mode (see pg. 27). Press START, and the menu below will appear.

→NEW GAME

1.____ 2.____ 3.____

*Two GAME BOY systems and a Game Link cable are necessary to play the 2

Player game mode (see pg.28).

TO START A NEW GAME

Choose the "NEW GAME" selection from the menu.

1. "What Level?" The higher you set the game, the more difficult the game!
2. "War Mode?" On AUTO, if you choose not to send your daimyo to battle, the computer will automatically compute the outcome of wars without going into HEX mode.
3. "Which Daimyo would you like to be?" A map of the 16 fiefs and Chubu Japan (the central area) will be on-screen. As you move the arrow across the map, daimyo names will appear respective to the map pattern. These are the daimyo present at the outset of the game. Choose the daimyo you wish to play by directing the arrow and pressing "A".

4. "Is this OK?" A picture of the daimyo you have chosen will appear on-screen with data of his abilities as a commander. If you answer "NO" the numerical values for his data will change, so feel free to reassign the values until you are satisfied with them. Answer "YES" to start play.

TO QUIT/SAVE DURING THE GAME

1. Choose SAVE from the MAIN display list of commands.
2. Select a SAVE number. You can save up to three games. If you have three already saved and you go to save yet another, the data of the previously saved game will be replaced by the new file.
3. You will be asked, "Is this OK?" Answer "YES" to save the game. The screen will read, "The game is saved," and resume play. Answer "NO" to return to Step 2.

WHEN QUITTING

Remember to turn the Game Boy power switch OFF.

TO RESUME PLAY

Select the number of the saved game you wish to play from the menu. Save numbers indicate the year in the game during which you last saved a scenario.

III. EXPLANATION OF MAIN DISPLAY DATA AND EVENTS

[MAIN DISPLAY]

Year/Season ——— [1568 SPn9] Oda ——— Daimyo Name and Map Pattern

Market Rates ———

Rate	Rice	Men	Arms
1.1	1.2	1.8	2.0

Daimyo Data ———

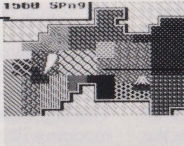
25	20	50
15	25	15
50		

(from top: Gold, Rice, Men, Loyalty) (from top: Land, Flood, Town, Castle Defense)

View Trade Diplomacy Other Military Develop Personnel Rest ——— Commands

[MAP DISPLAY]

Year/Season ——— [1568 SPn9]



Map of 16 Chubu Fiefs
Patterns as on MAIN Display

You can switch from MAIN display to Map display during your turn by pressing "B". During HEX mode you can view other units by pressing START.

ORDER OF TURNS AND COMMANDS

Each daimyo is allowed one turn per season. The order of turns is randomly assigned each season such that a player may be first or last in turn. You can only execute one command per turn. First you must choose a command: VIEW, MILITARY, TRADE, DEVELOP, DIPLOMACY, PERSONNEL, OTHER, REST. Choose one command, then give a more detailed sub-command from the list of choices that will follow. The success of your endeavors is dependent on your daimyo's abilities. You may also have the opportunity to select a samurai from among your men to carry out a command. In such instances the

result will be directly related to the samurai's abilities. When you issue the military command to go to war, the actual war will begin after all other daimyo have completed their seasonal commands.

DAIMYO DATA

Information included in the MAIN screen display is explained below. All data included pertains to the daimyo's domain. A * indicates data not shown on-screen.

Gold

Increases with spring tax collection, but samurai stipends are doled out at the same time. Also consumed with certain commands.

Rice

Increases with income of autumn harvest, but also used for samurai payments.

Town Value

The higher the value, the greater total tax income will be in the spring, and the better

chance for attracting merchants. Increases with town development; decreases with any calamity.

Loyalty

A measure of your daimyo's popular support within his own fief. If too low, tax income will diminish, while uprisings and rebellions will have a greater probability of occurring. Build loyalty with Develop-Give; beware that it drops in the face of disaster.

Land Value

High values bring in greater harvest in the fall. Disasters lessen values, but they can be brought up by cultivating the land.

Flood Control Level

Indicates the condition of farmland irrigation and degree of flood control in a fief. If too low, the harvest will be poor, and disasters will be more likely to occur. Increase by initiating the Develop-Flood command.

Men

Number of men in the daimyo's command. Recruit men through the Military command.

Castle Defense

Castle strength determines how well the castle can fend off attacks. During an attack it is highly advantageous to have a high defense level (see pg.22). Decreases are relative to calamity and losses in war. Fortify your defense by developing your castle.

***War Ability**

Soldiers' competence in war. Train your soldiers through the Military command to raise their fighting potential. Note that the level drops in proportion to the number of men hired.

***Command Strength**

Samurai's strategic prowess in a war. Obtain arms through Trade to build influence;

recruiting soldiers will weaken this value.

SAMURAI DATA

The following information explains data for samurai, including all daimyo, introduced in the Nobunaga's Ambition-Game Boy Version.

Age

Samurai age.

Health

A low value indicates that the samurai may be sickly; if too low, chances are he will die in the spring. You cannot build up this value through any command.

IQ

A political figure of great influence with negotiating and commanding skills. Samurai of great intellect will lend an advantage during the game; their expertise will tremendously affect the outcome of commands.

Skill

A battlefield factor that indicates strength in combat. During HEX warfare the higher this value is, the stronger the samurai will prove to be.

Charisma

The effect of giving will be greatest when this value is high. For a daimyo, high values indicate the ability to recruit outside ronin (lordless samurai) with ease, and the potential for success in diplomatic relations.

Ambition

Samurai with great ambitions are most likely to rebel. Ambitious daimyo thrive on going to war and should have no problems recruiting ronin.

Luck

Success factor for influencing a beneficial outcome of a command.

EXPLANATION OF EVENTS

Regular Events

The following events occur each season in every fief.

***Tax / Harvest (spring, autumn)**

You receive Gold every spring, and Rice every fall with regular tax collection. Spring tax revenue is levied in proportion to your Town Value and Loyalty. Fall harvest and tax is levied with Land Value, Flood Control, and Loyalty.

***Samurai Stipends (spring, autumn)**

Stipends will be paid in Gold every spring, and in Rice every fall, proportional to the number of men your daimyo has. The total payment will equal the total count of soldiers (Men). If there are not enough funds to cover the payment, the remainder of the unpaid Men will abandon your army.

***Repayment of Loans (spring)**

Loans and interest are automatically repaid to traders. The interest is calculated from the rate at the time you borrowed the

money. If you do not have enough to cover the debt, your Gold will be depleted to 0, and the debt will be carried over into the next year. The order of payment is debt first, then stipends, so beware of extinguishing your Gold with loan payments!

Outbreak Events

Certain events occur unexpectedly each season or independent of season. Depending on the Luck of a fief's daimyo, some fiefs may be more vulnerable than others to these events. The map display will change or messages will appear to indicate which fief has been hit by any of the following events.

***Uprising (spring, autumn)**

Most likely to occur when Loyalty is low. When an uprising occurs in your fief, you will be asked if you want to persuade the people from rebelling, "Quell them?" If you refuse, there will be a sharp decrease in

the Loyalty, Land and Town Value of your fief. If you accept, you will still lose half of your fief's supply of Gold and Rice.

The uprising will die down if you are successful at persuading the people; but if you fail, you must face the same consequences as if you had not made any efforts, in addition to losing half of your Gold and Rice.

*Rebellion (independent of season)

A daimyo's trusted vassals may rebel against their lord, samurai with high Ambition in particular. When a rebellion occurs, war breaks out and the remaining loyal army and rebel army fight it out. Even if the loyal army wins the war, the fief will be robbed of half of its supply of Gold and Rice by the rebel army. If the rebels win, the fief will be taken over by the rebel samurai leader.

*Epidemics (independent of season)

An epidemic will decrease your fief's num-

ber of Men, Loyalty, Land Value, and the Health of each of your samurai. They occur most often when the Flood Control Level is high.

*Typhoons (summer)

This natural disaster means destruction in the following areas: Loyalty, Land and Town Value, Flood Control Level, number of Men, and Castle Defense. The higher your Flood Control Level is, the less chance of feeling the force of the typhoon.

*Poor Harvest (autumn)

The fall harvest will decrease sharply. There is less chance of this happening when Loyalty is high.

*Abundant Harvest (autumn)

The fall harvest will increase. This will most likely happen when Loyalty is high.

*Note the following abbreviations in the game: "Spng"=spring; "Smmr"=summer; "Atmn"=autumn; "Wntr"=winter.

IV. EXPLANATION OF MAIN DISPLAY COMMANDS

MAIN Display commands and their sub-commands are explained below.

VIEW

Use this command to find out vital information about other fiefs or to view the status of your own samurai. You may use this command repeatedly within a turn, except when viewing another fief. No gold will be used.

Fief

Enables you to check the status of other fiefs. Each samurai can only carry out this command once per turn. If their abilities are low there is a possibility they will fail to bring you information. If successful, you will be able to view both of the following:

Daimyo

Daimyo data for the daimyo of that fief (see pg.10);

Samurai

The daimyo's subordinate samurai and their samurai data.

Samurai

Review information about your fiefs samurai.

Ally

This command will bring up the map display showing all of your alliances. The fiefs in which you have alliances will be highlighted on the map display.

Marriage

The map display will show all fiefs in which you have marital ties through the Diplomacy-Marriage command.

MILITARY

This command directly influences battle-field performance. Use it when you are preparing to attack other fiefs.

War

Gold = Men.
The amount of Gold subtracted for war will equal the number of soldiers you dispatch. You may only attack adjacent fiefs. Up to five samurai may be deployed for battle; the presence of the daimyo on the battle-field will boost your soldiers' morale (see pg.22). You cannot go to war if your fief has 0 (zero) Rice, Gold or Men. Soldiers depart for the front once you have input the number of Men and amount of

Rice to be dispatched, and until the war has been settled these amounts will be subtracted from the home fief's supplies.

Recruit

Gold = Rate x Men.
The amount of Gold required equals the current market rate for Men times number of Men to be recruited. Employ more soldiers with this command. Aside from times when you have no men, recruiting will always lower War Ability and Command Strength levels.

Train

Requires no Gold. Put your soldiers through training and raise their Skill level with this command. Training is most efficient when executed under the command of a particularly powerful samurai.

Ninja

Gold = 10.

Dispatches a ninja in a covert attempt to attack another daimyo. This command tends to fail, but if successful, the health of the daimyo under surprise attack will take a dramatic plunge!

TRADE

This command allows you to trade with merchants, but not when a merchant is not in your fief. They will come and go as they please. When you do get a merchant, you can trade as many times as you like within the space of a turn. The price of goods and the interest rate on loans is calculated by the rates shown on-screen.

Sell Rice

Exchange some of your Rice for Gold.

Buy Rice

Buy Rice from the merchant.

Buy Arms

By purchasing arms, your soldiers' War

Ability level increases (explained as an increase in Arms after purchase).

Loan

Borrow money from the merchant. Your loan depends on Town Value in your fief and your current debt in loans. The debt and proportional interest accrued must be repaid the following spring (see pg.13).

DEVELOP

This is a flexible command. It helps you prepare for war, enrich your fief, and build up national strength.

Land

Gold = Land.
The worth of your land at the time will be subtracted from your Gold supply. Clears undeveloped land for agriculture and increases Land Value.

Flood

Gold = 1/5 Flood.
One-fifth of current Flood Control Value will be subtracted from your Gold supply.

Build dams and prevent floods with this command. Flood control level will increase.

Town Gold = Town Value.

Requires as much gold as your Town Value. Invest in your castle town and stimulate trade with this command. Town Value is bound to increase.

Castle Gold = Castle.

Payment in Gold will equal the value of the Castle defense level. Use to raise Castle Defense level.

Give Gold (or Rice) = Loyalty.

Depending on whether you choose to give Gold or Rice, an amount equal to the Loyalty value will be subtracted from the Gold or Rice supplies, and Loyalty will increase.

DIPLOMACY

Strengthens friendships with other daimyo, and lessens chances of your fief

being attacked. The larger the fief is, the more gold necessary to establish an alliance. This command will not always be successful.

Marriage

Marrying the daughter of another daimyo, you become tied in a marital alliance.

Ally

Establishes a basic alliance with another fief.

PERSONNEL

Enables you to recruit ronin (lordless samurai), and dismiss subordinate samurai. Requires no Gold.

Hire

Hire ronin to be your samurai. If you dispatch a samurai with great charisma on a recruiting mission, your chances for locating ronin increases.

Dismiss

You have the power to drive samurai from your troops; they will become wandering ronin. Execute this command as many times as you like within one turn.

REST

End a turn without making a command. When you Rest, the Health of your daimyo and samurai will improve.

OTHER

Wait

This function allows you to change the length of time game messages are displayed. Lowering the Wait value shortens display time. By choosing 6, messages will be displayed until you push a button to forward the game.

Sound

You can turn ON or turn OFF the background music during the game by selecting

the appropriate control.

Animation

This function controls animation for events. Chose ON/OFF depending on whether you want to know about the various events that occur during the game.

Save Game

Save where you are in the game (see pg.7).

NOTE: "=" means the amount of Gold or Rice necessary is the present value of the Main Display Daimyo Data attribute (Land, Loyalty, etc.).

V. HEX WARFARE RULES AND COMMANDS

When a war takes place, the MAIN display will change to the HEX display. However, when the war mode is set on AUTO, you must dispatch your daimyo to lead the offense in order to initiate HEX war. Otherwise the computer will determine the victor and only display the results.

HEX conditions are as follows:

- * when the player's home fief attacks another fief;
- * when the player's fief is attacked by another fief;
- * when a subordinate samurai leads a rebellion within the player's fief.

*Note: The total number of Men in an army is indicated on the left side of the screen. Each unit starts out with one-tenth the total number of Men; view a unit's stance by moving the cursor to it, or reading the Mor/Men statistics shown in turn.

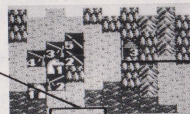
By moving the cursor to an adjacent enemy unit you can view information about your opponent's troops (refer to the graphic above). Morale (abbreviated as Mor.) shows the soldiers' strength; this figure depends on general Loyalty and Skill values, as well as the Command Strength levels of commanding samurai. Another important factor in war is the unit type of each unit, as explained below.

[HEXDISPLAY]

Days remaining

Castle defense
(only shown when cursor
is moved to castle HEX)

Military skill of unit at cursor



Battlefield

Commander of flashing unit

Morale/Men of unit at cursor

Unit type at cursor



Attacking Commander



Attacking Unit



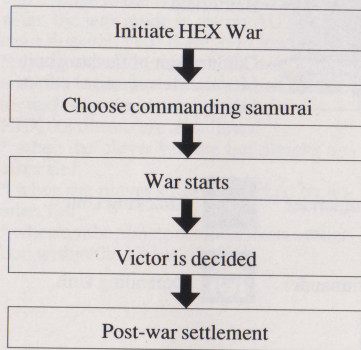
Defending Commander



Defending Unit

BASIC RULES FOR HEX WARFARE

The progression of HEX wars is explained below.



SELECTING A COMMANDER-IN-CHIEF AND COMMANDING SAMURAI

To attack an enemy fief choose the Military-War commands. You will have to assign Men and the amount of Rice to take into war. Then to initiate the war mode you must choose your battlefield commanders. If you send your daimyo to war he will automatically become commander-in-chief of your army. Next, choose leaders for each unit type. Once assigned, your commanders will be dispatched and arranged on the battlefield.

ORDER OF TURNS DURING A WAR

The order of turns for the attacking unit and defending unit are diagrammed below. Defending Commander-in-Chief's unit > Defending Samurai units > Attacking Commander-in-Chief's unit > Attacking

Samurai units.

CONDITIONS OF VICTORY AND DEFEAT

Victory and defeat are determined by the following conditions:

- 1) The commander-in-chief's unit is destroyed: even if other units remain, an army will lose the war if the chief unit is destroyed. If a fief is attacked when there are no men for an army, defeat will automatically be declared without going to the battlefield.
- 2) The defending army loses possession of their castle: if any attacking unit should take over the castle HEX, they will win the war.
- 3) A commander surrenders: success at bribing an opposing commander over to your side will mean defeat for the enemy.

4) Provisions are depleted: every day the armies' supply of rice decreases, but if rice is depleted during battle, the opposing army will win. If a fief is attacked when they have no rice, they will lose before a battle even takes place.

5) A commander retreats his army: if the commander decides to Flee, the other side will win the war.

6) Thirty days pass without victory: at the end of the thirty-day war period, if no victor has been decided the defending army will win.

POST-WAR SETTLEMENT

If you were able to capture the samurai after a war, you must decide how to handle them: [Behead...Hire...Free]. Even if you want to hire a samurai he can refuse to join your forces, in which case your only choices will be to Behead or Free.

If the defending army wins the war, the attacking commander will flee to his home fief empty-handed; the victor will win all remaining Gold, Rice and Men.

If the attacking army wins, the defeated fief is added to the victor's domain, which will be shown as one fief on the Map display at the beginning of the next turn. In this case the daimyo's data will change in the following manner:

[Gold...Rice...Land Value...Town Value] will equal the sum of the original values plus newly acquired amounts;

[Castle Defense] becomes the higher of the two values;

[Loyalty...Flood Control Level] will average out.

You do not necessarily lose when your daimyo dies. If you still possess fief land and samurai, the samurais' names will appear on-screen and allow you to choose a

successor to continue play.

HEX TERRAIN

The battlefield is comprised of five types of terrain. Thus, each HEX varies as a defensive position, and may hinder mobility.



Plains

Facilitates all movement.



Forest

Cannot be entered on second move of unit's turn. Offers a better defensive position than the plains.



Castle

Cannot be entered on second move of unit's turn. Build up



castle defense by using the Develop >Castle command within the MAIN display menu.

Mountains

cannot be crossed.



Sea (and rivers)

cannot be crossed.

BATTLE UNIT TYPES

When you depart for battle, your troops will be divided up into five different unit types. The fourth and fifth units are different for each daimyo. The unit number appears in the bottom right-hand corner of each graphic, as shown below.



Unit 1: Cavalry

Allowed two moves in a turn when the second move is into a Plains HEX; especially powerful when attacking Infantry.



Unit 2: Infantry

Ordinary army unit, attacks with spears. Only allowed to move one HEX per turn. Excellent for attacking Rifle units. At the outset of war, Infantry units lay in ambush, each unit invisible to the enemy. The units become visible when they attack, or when an enemy unit stumbles into their HEX. Attacking from ambush will prove much more effective than an ordinary attack.





Unit 3: Rifles

Even though only allowed one HEX move per turn, Rifles are extremely capable in war. They have much greater attacking force than Cavalry units.

BATTLE COMMANDS

Move

The number of HEXes a unit can move depends on the unit type. Use the "+" button to maneuver units.

Wait

To maintain HEX position.

Attack

To attack an adjacent enemy unit. Move the cursor into the unit and press "A". Attacking power increases as you position more units around the unit you plan to assault.

Flee

To retreat to your home fief. Only the commander-in-chief can retreat an army. In the process of fleeing, you will have to leave behind your war provisions (Gold, Rice) and the majority of your soldiers in the enemy fief.

Bribe

Try to persuade your enemy with a bribe. You can only bribe an enemy commander in an adjacent Hex. If fortune shines on your army, the bribed "enemy" unit may ally and fight for you. A daimyo that accepts a bribe, accepts defeat for his entire fief.

VI. HOW TO SET UP A TWO-PLAYER GAME

You can set up the NOBUNAGA'S AMBITION GAME BOY VERSION as a two-player game. You will need two Nobunaga's Ambition Game Boy Version cartridges, two Game Boys, and one Game Link cable.

1. Connect the Game Boys with the Game Link cable, insert game cartridges, and turn on the power switches for both Game Boy units.
2. Once the game title comes up on both Game Boy screens, push START on one of them.

* If at any point you discover that the Game Link cable has not been set correctly, turn off both games and reset from the first step. The game will not function properly if the cable is unplugged and reset at any time

after initial set-up.

3. From here on start the game as you would in a one-player game (refer to pg.6). Both players will participate in HEX wars, regardless of the selected war mode. Computer-guided attacks on a player's fief will also be fought out by both players, with one player commanding the attacking fief's army.

VICTORY OR DEFEAT IN A TWO-PLAYER GAME

Rather than having to unite all 16 fiefs as a nation, you can win the game by overthrowing your opponent's daimyo. Unifying the country is an independent conquest, such that, when a daimyo dies during the game, the remaining daimyo wins and the

game will end. Also, both players will lose if their daimyo dies within the time period of one set of turns, regardless of who dies first.

VII. ODA NOBUNAGA - FIFTY SHORT YEARS

It was an age of incessant rivalry; chaos seemed the rule of the day. Aggressive warlords contended for land possession, foraging their way towards the vulnerable capital, Kyoto. Suddenly, at the center of the whirlwind turbulence, a warlord appeared with the farsighted determination to rout the people out of troublesome times. Commanding with brilliant energy, he ruthlessly charged towards his goal. A heroic figure in Japan's past...this man was Oda Nobunaga.



Oda Nobunaga
(1534-1582)

Upon coming of age, young Kichihoshi abandoned his childhood name to take the name Oda Saburo Nobunaga. He was an unconventional man with progressive ideas and eccentric ways. People from neighboring countries criticized him, spreading word of him as a "simpleton", but, with his fiery temper to fuel his aspirations, he soon won their recognition. As a young warlord, he established an alliance with Saito Dosan, successfully united the Oda family, and defeated Imagawa Yoshimoto in an admirable surprise attack.

By and by he was able to ally with other powerful daimyo such as Tokugawa Ieyasu, Asai Nagamasa and Takeda Shingen; and he escorted the fifteenth Ashikaga Shogun, Yoshiaki, into the capital. However, because Nobunaga was determined to ignore Yoshiaki, the Shogun persuaded Asakura Yoshikage, and Nobunaga's trusted ally Asai Nagamasa, to rebel against the warlord. They pushed forth and cornered Nobunaga, forcing him to retreat; but he soon retaliated by combining forces with Tokugawa. Together they brought down both the Asakura and Asai clans in the Battle of Anegawa.

Continuing in his conquest, Nobunaga crushed many great military leaders who blocked his course. Takeda Shingen met with Nobunaga's wrath and suffered defeat by his superior riflery; the Buddhist stronghold on Mount Hieizan was befallen in a

sweeping fire set by Nobunaga's forces. In the summer of his forty-ninth year, as he departed for the final ground to fulfill his ambition, Nobunaga was attacked by his chief retainer, Akechi Mitsuhide. A stone's throw away from ultimate victory, Nobunaga ended his own life with a sword, in the face of a rebellion he could not overcome.

*Note: Akechi Mitsuhide is shortened to Akechi Mituhide in the game.

VIII. FOUR GREAT POWERS FROM JAPAN'S TURBULENT PAST



Uesugi Kenshin
(1530-1578)

Known as the "Dragon of Echigo", Uesugi Kenshin took the seat of power in his family at the age of eighteen. Thereafter, he fought Takeda Shingen five times at Kawanakajima, and frequently sent troops into the Kanto area (eastern Japan) to combat Hojo Ujiasu. In his later years he subjugated the fief Noto under his domain, but his aspirations to conquer the Kanto plain and move westward to Kyoto were never realized. At the age of forty-nine his career came to an unfortunate end; he died of apoplexy.



Takeda Shingen
(1521-1573)

Takeda ruthlessly banished his own father to the fief Suruga and usurped the reins of power in his home fief, Kai. In bitter rivalry with Uesugi Kenshin, Takeda finally took possession of the fief Shinano. Once he had fortified his stronghold in Shinano and western Kozuke, Takeda proceeded towards the capital to extend his territory westward. He managed to defeat Tokugawa Ieyasu in his course, but died shortly thereafter.



**Imagawa Yoshimoto
(1519-1560)**

Although he had been raised in a monastery from infancy, Imagawa abandoned priesthood to win a struggle over succession in his family. At that time he set his eyes on a move towards the capital, Kyoto. In 1560, leading his mighty army through Owari, his troops were ambushed by Oda Nobunaga's men and suffered a distressing defeat; Imagawa died a miserable death on the battlefield.

*Note: Imagawa Yoshimoto is shortened to Imagawa Yosimoto in the game.



**Tokugawa Ieyasu
(1542-1616)**

As a child, Tokugawa was a prisoner under the overlordship of Imagawa. But, when Nobunaga crushed the Imagawa clan he was freed; soon he and Nobunaga had established a firm alliance. By the time he and Nobunaga had combined forces against Takeda, he had acquired the three fiefs Mikawa, Totomi, and Suruga. Eventually, after Nobunaga and his successor Hashiba Hideyoshi died, Tokugawa assumed control of the country, opening a new age of feudalism in Japan.

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